CLAIMS

1. (Previously presented)  A messaging system for delivering data in the form of portable
message formats between message clients,

the messaging system based upon a publish/subscribe mechanism or based upon a point-
to-point protocol or based upon both a publish/subscribe mechanism and a point-to-point
protocol,

the messaging system comprising at least one transport protocol adapter,

whereby

at least one transport protocol is implemented before start-up of the message server
and/or is implemented by a code at runtime of the message server and said at least one
transport protocol adapter:

comprises a logic to interface with said at least one transport protocol,

comprises another logic to specify a message delivery quality and

is pluggable for being started and/or stopped at runtime of the message server.

2. (original)  A messaging system according to claim 1, whereby said at least one
transport protocol adapter supports UDP or SSL or HTTP or TCP or WAP or DAB or
GSM Data or GPRS or SMS or IRDA or any combination of these transport protocols.

3. (original)  A messaging system according to claim 1, whereby said message clients are
JAVA message clients, connected via a network connection or Thin Java message clients,
connected over an asymmetric wireless transport protocol, or Thin Java message clients,

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connected over a wireless transport protocol.

4. (Previously presented)  A messaging system according to claim 1, whereby the message server comprises at least one pluggable message content adapter.

5. (Previously presented)  A messaging system according to claim 4, whereby the message server comprises at least one pluggable message format adapter.

6. (original)  A messaging system according to claim 5, whereby said message clients are Non-Java message clients, connected over a TCP/IP link to said at least one message format adapter or a non-programmable message clients, connected over a telecommunications network to said at least one message content adapter.

7. (original)  A messaging system according to claim 6, whereby said non-programmable message clients are devices having own methods to interchange messages with other devices.

8. (Previously presented)  A method for running a messaging system for delivering data in the form of portable message formats between message clients,

the messaging system based upon a publish/subscribe mechanism or based upon a point-to-point protocol or based upon both a publish/subscribe mechanism and a point-to-point protocol,

the messaging system comprising at least one transport protocol adapter, whereby:

at least one transport protocol is implemented during start-up of the message server and/or is implemented by a code at runtime of the message server,

a logic of said at least one transport protocol adapter interfaces with said at least one

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transport protocol,

another logic of said at least one transport protocol adapter specifies a message delivery
quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at
runtime of the message server.

9. (original) A method according to claim 8, whereby at least one pluggable message
content adapter introspects and adapts data of a Non-Java message format into Java
message format.

10. (original) A method according to claim 9, whereby at least one pluggable message
format adapter translates data of a Non-Java message format into Java message format.

11. (Previously presented) A computer program product directly loadable into the
memory of computer usable for running a messaging system for delivering data in the
form of portable message formats between message clients,

the messaging system based upon a publish/subscribe mechanism or based upon a point-
to-point protocol or based upon both a publish/subscribe mechanism and a point-to-point
protocol,

the messaging system comprising at least one transport protocol adapter, whereby:

said computer program product comprises a software code for implementing at least one
transport protocol before start-up of the message server and/or for at runtime of the
message server,

a logic of said at least one transport protocol adapter interfaces with said at least one

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transport protocol,

another logic of said at least one transport protocol adapter specifies a message delivery quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at runtime of the message server.

12. (Previously presented) A computer program product stored on a computer usable for running a messaging system for delivering data in the form of portable message formats between message clients,

the messaging system based upon a publish/subscribe mechanism or based upon a point-to-point protocol or based upon both a publish/subscribe mechanism and a point-to-point protocol,

the messaging system comprising at least one transport protocol adapter, whereby:

said computer program product comprises a software code for implementing at least one transport protocol during start-up of the message server and/or at runtime of the message server,
a logic of said at least one transport protocol adapter interfaces with said at least one transport protocol,

another logic of said at least one transport protocol adapter specifies a message delivery quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at runtime of the message server.

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13. (previously presented) A messaging system for delivering data in the form of portable message formats between message clients,

the messaging system comprising at least one transport protocol adapter,

whereby

at least one transport protocol is implemented before start-up of the message server and/or is implemented by a code at runtime of the message server and said at least one transport protocol adapter:

comprises a logic to interface with said at least one transport protocol,

comprises another logic to specify a message delivery quality and

is pluggable for being started and/or stopped at runtime of the message server.

14. (previously presented) A messaging system according to claim 13, whereby said at least one transport protocol adapter supports UDP or SSL or HTTP or TCP or WAP or DAB or GSM Data or GPRS or SMS or IRDA or any combination of these transport protocols.

15. (previously presented) A messaging system according to claim 13, whereby said message clients are JAVA message clients, connected via a network connection or Thin Java message clients, connected over an asymmetric wireless transport protocol, or Thin Java message clients, connected over a wireless transport protocol.

16. (previously presented) A messaging system according to claim 13, whereby the message server comprises at least one pluggable message content adapter.

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17. (previously presented) A messaging system according to claim 16, whereby the message server comprises at least one pluggable message format adapter.

18. (previously presented) A messaging system according to claim 17, whereby said message clients are Non-Java message clients, connected over a TCP/IP link to said at least one message format adapter or a non-programmable message clients, connected over a telecommunications network to said at least one message content adapter.

19. (previously presented) A messaging system according to claim 18, whereby said non-programmable message clients are devices having own methods to interchange messages with other devices.

20. (previously presented) A method for running a messaging system for delivering data in the form of portable message formats between message clients,

the messaging system comprising at least one transport protocol adapter, whereby:

at least one transport protocol is implemented during start-up of the message server and/or is implemented by a code at runtime of the message server,

a logic of said at least one transport protocol adapter interfaces with said at least one transport protocol,

another logic of said at least one transport protocol adapter specifies a message delivery quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at runtime of the message server.

21. (previously presented) A method according to claim 20, whereby at least one

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pluggable message content adapter introspects and adapts data of a Non-Java message format into Java message format.

22. (previously presented) A method according to claim 21, whereby at least one pluggable message format adapter translates data of a Non-Java message format into Java message format.

23. (previously presented) A computer program product directly loadable into the memory of computer usable for running a messaging system for delivering data in the form of portable message formats between message clients,

the messaging system comprising at least one transport protocol adapter, whereby:

said computer program product comprises a software code for implementing at least one transport protocol before start-up of the message server and/or for at runtime of the message server,

a logic of said at least one transport protocol adapter interfaces with said at least one transport protocol,

another logic of said at least one transport protocol adapter specifies a message delivery quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at runtime of the message server.

24. (previously presented) A computer program product stored on a computer usable for running a messaging system for delivering data in the form of portable message formats between message clients,

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the messaging system comprising at least one transport protocol adapter, whereby:

said computer program product comprises a software code for implementing at least one transport protocol during start-up of the message server and/or at runtime of the message server,
a logic of said at least one transport protocol adapter interfaces with said at least one transport protocol,

another logic of said at least one transport protocol adapter specifies a message delivery quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at runtime of the message server.

25.  (new)  A messaging system for delivering data in the form of portable message formats between message clients,

the messaging system based upon a publish/subscribe mechanism or based upon a point-to-point protocol or based upon both a publish/subscribe mechanism and a point-to-point protocol,

the messaging system comprising at least one transport protocol adapter,

whereby

at least one transport protocol is implemented before start-up of the message server and/or is implemented by a code at runtime of the message server and said at least one transport protocol adapter:

comprises a logic to interface with said at least one transport protocol,

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comprises another logic to specify a message delivery quality and

is pluggable for being started and/or stopped at runtime of the message server, and is created by means of Java class loading mechanism.

26. (new) A method for running a messaging system for delivering data in the form of portable message formats between message clients,

the messaging system based upon a publish/subscribe mechanism or based upon a point-to-point protocol or based upon both a publish/subscribe mechanism and a point-to-point protocol,

the messaging system comprising at least one transport protocol adapter, whereby:

at least one transport protocol is implemented during start-up of the message server and/or is implemented by a code at runtime of the message server,

a logic of said at least one transport protocol adapter interfaces with said at least one transport protocol,

another logic of said at least one transport protocol adapter specifies a message delivery quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at runtime of the message server, and is created by means of Java class loading mechanism.

27. (new) A computer program product directly loadable into the memory of computer usable for running a messaging system for delivering data in the form of portable message formats between message clients,

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the messaging system based upon a publish/subscribe mechanism or based upon a point-to-point protocol or based upon both a publish/subscribe mechanism and a point-to-point protocol,

the messaging system comprising at least one transport protocol adapter, whereby:

said computer program product comprises a software code for implementing at least one transport protocol before start-up of the message server and/or for at runtime of the message server,

a logic of said at least one transport protocol adapter interfaces with said at least one transport protocol,

another logic of said at least one transport protocol adapter specifies a message delivery quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at runtime of the message server, and is created by means of Java class loading mechanism.

28. (new) A computer program product stored on a computer usable for running a messaging system for delivering data in the form of portable message formats between message clients,

the messaging system based upon a publish/subscribe mechanism or based upon a point-to-point protocol or based upon both a publish/subscribe mechanism and a point-to-point protocol,

the messaging system comprising at least one transport protocol adapter, whereby:

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said computer program product comprises a software code for implementing at least one transport protocol during start-up of the message server and/or at runtime of the message server,

a logic of said at least one transport protocol adapter interfaces with said at least one transport protocol,

another logic of said at least one transport protocol adapter specifies a message delivery quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at runtime of the message server, and is created by means of Java class loading mechanism.

29. (new) A messaging system for delivering data in the form of portable message formats between message clients,

the messaging system comprising at least one transport protocol adapter,

whereby

at least one transport protocol is implemented before start-up of the message server and/or is implemented by a code at runtime of the message server and said at least one transport protocol adapter:

comprises a logic to interface with said at least one transport protocol,

comprises another logic to specify a message delivery quality and

is pluggable for being started and/or stopped at runtime of the message server, and is created by means of Java class loading mechanism.

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30. (new) A method for running a messaging system for delivering data in the form of portable message formats between message clients,

the messaging system comprising at least one transport protocol adapter, whereby:

at least one transport protocol is implemented during start-up of the message server and/or is implemented by a code at runtime of the message server,

a logic of said at least one transport protocol adapter interfaces with said at least one transport protocol,

another logic of said at least one transport protocol adapter specifies a message delivery quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at runtime of the message server, and is created by means of Java class loading mechanism.

31. (new) A computer program product directly loadable into the memory of computer usable for running a messaging system for delivering data in the form of portable message formats between message clients,

the messaging system comprising at least one transport protocol adapter, whereby:

said computer program product comprises a software code for implementing at least one transport protocol before start-up of the message server and/or for at runtime of the message server,

a logic of said at least one transport protocol adapter interfaces with said at least one transport protocol,

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another logic of said at least one transport protocol adapter specifies a message delivery quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at runtime of the message server, and is created by means of Java class loading mechanism.

32. (new) A computer program product stored on a computer usable for running a messaging system for delivering data in the form of portable message formats between message clients,

the messaging system comprising at least one transport protocol adapter, whereby:

said computer program product comprises a software code for implementing at least one transport protocol during start-up of the message server and/or at runtime of the message server,

a logic of said at least one transport protocol adapter interfaces with said at least one transport protocol,

another logic of said at least one transport protocol adapter specifies a message delivery quality and

said at least one transport protocol adapter is pluggable for being started and/or stopped at runtime of the message server, and is created by means of Java class loading mechanism.

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